

Report Documentation Page			Form Approved OMB No. 0704-0188		
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1. REPORT DATE 21 MAR 2011		2. REPORT TYPE Conference Presentation		3. DATES COVERED 00-00-2010 to 00-00-2011	
4. TITLE AND SUBTITLE Mathematical capture of human crowd behavioral data for computational model building, verification, and validation. Presented at the 20th Annual Behavior Representation in Modeling & Simulation (BRIMS) Conference, March 21-24 2011, Sundance UT.			5a. CONTRACT NUMBER		
			5b. GRANT NUMBER		
			5c. PROGRAM ELEMENT NUMBER		
6. AUTHOR(S) Elizabeth Mezzacappa; Gordon Cooke; Gladstone Reid; Robert DeMarco; Charles Sheridan			5d. PROJECT NUMBER		
			5e. TASK NUMBER		
			5f. WORK UNIT NUMBER		
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Army, ARDEC, Target Behavioral Response Laboratory, RDAR-EIQ-SD, Building 3518, Picatinny Arsenal, NJ, 07806-5000			8. PERFORMING ORGANIZATION REPORT NUMBER		
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)			10. SPONSOR/MONITOR'S ACRONYM(S)		
			11. SPONSOR/MONITOR'S REPORT NUMBER(S)		
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release; distribution unlimited					
13. SUPPLEMENTARY NOTES The last Author is John Riedener.					
14. ABSTRACT This poster describes the Army-funded exploratory work in progress at the Target Behavioral Response Laboratory. Crowd behavior data collected under controlled laboratory conditions form the basis for mathematical models of human behavior, which are then coded into computational models of crowd human behavior. Verification and validation can then proceed with comparisons between outputs from simulations and behavioral data. The results of these preliminary efforts will initiate further work in the methods of incorporating human behavioral data into models and procedures for their validation.					
15. SUBJECT TERMS data, human behavior, model building, verification, validation, crowd simulation, non-lethal weapons, Lewin, Field Theory, Target Behavioral Response Laboratory					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT Public Release	18. NUMBER OF PAGES 1	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified	c. THIS PAGE unclassified			

The Armament Research Development & Engineering Center

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Mathematical Capture of Human Crowd

Behavioral Data for Computational Model Building, Verification, and Validation

E. Mezzacappa, G. Cooke, G. Reid, R. DeMarco, C. Sheridan, & J. Riedener

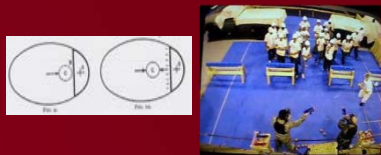
Army's Target Behavioral Response Laboratory

TBRL

Goal: To develop M&S processes for predicting crowd response to non-lethal weapons via a symbiosis between laboratory and computer

Conceptual Model

Lewinian Field Theory
"Behavior results from field of psychological forces"



Control teams with non-lethal weapons in crowd scenarios form regions of negative valence blocking regions of positive valence. Control teams control crowd locomotion toward goals.



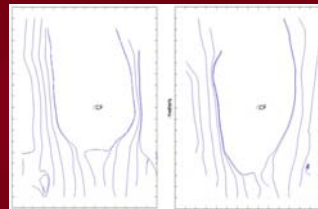
How crowd members move in response to non-lethal weapons use is an index of the psychological forces induced by the weapon.

Mathematical Model

Use motion capture to record location and locomotions of crowd members in response to non-lethal weapons.

Time	Subject	x	y	Distance to Goal	Distance to Crowd	Distance to Weapon	Distance to Stand-off	Range of Rules of Engagement	Rewards	Penalties	Integrator	Sociometrics
001												
002												
003												
004												
005												
006												
007												
008												
009												
010												

Derive vector regression equations predicting location/velocity at a given time point from e.g., previous time point, distance from goal/control team/weapon, etc.



Calculate HUMAN aggregate crowd level metrics of leading edge, centroid, dispersion, vector fields, streamlines.

Computational Model

Use vector regression equations as computational models to calculate location and locomotions of virtual crowd members in response to non-lethal weapons.

$$\vec{B} = f(p, e) \quad \vec{B} = \vec{G}_1 + \vec{G}_2 + \dots + \vec{G}_n$$

$$\vec{B} = \vec{G}_1 + \vec{G}_2 = \vec{G}_{Target} + \vec{G}_{Weapon}$$

$$\vec{G}_{Target} = \begin{bmatrix} \Delta X \\ \Delta Y \end{bmatrix} = [\alpha] \begin{bmatrix} p \\ e \end{bmatrix} = [\alpha] \begin{bmatrix} x_i \\ y_i \\ x_G \\ y_G \\ \vdots \\ M \end{bmatrix}$$

$$\vec{G}_{Weapon} = \begin{bmatrix} \Delta X \\ \Delta Y \end{bmatrix} = [\beta] \begin{bmatrix} p \\ e \end{bmatrix} = [\beta] \begin{bmatrix} x_i \\ y_i \\ x_G \\ y_G \\ \vdots \\ M \end{bmatrix}$$

Run the simulation.

Inputs:

- 1) *model building* parameters
- 2) *novel* parameters for which human data are available

Outputs:

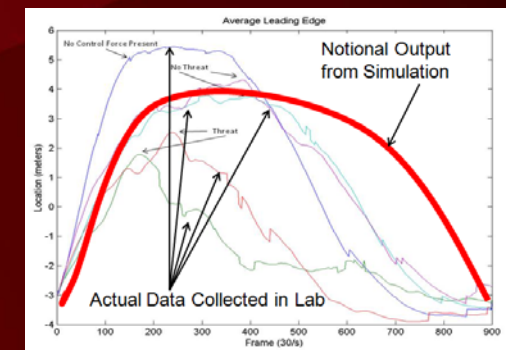
location and locomotion data on virtual agents

Calculate VIRTUAL aggregate crowd level metrics of leading edge, centroid, dispersion, vector fields, streamlines.

Verification and Validation

Verification: Comparisons of HUMAN crowd aggregate metrics with VIRTUAL aggregate metrics derived from simulation outputs from runs with *model building* parameters

Validation: Comparisons of HUMAN crowd aggregate metrics with VIRTUAL aggregate metrics derived from simulation outputs from runs with *novel* parameters



This work is funded by an Armaments Research, Development, and Engineering Center In-house Laboratory Independent Research grant awarded to the first author.